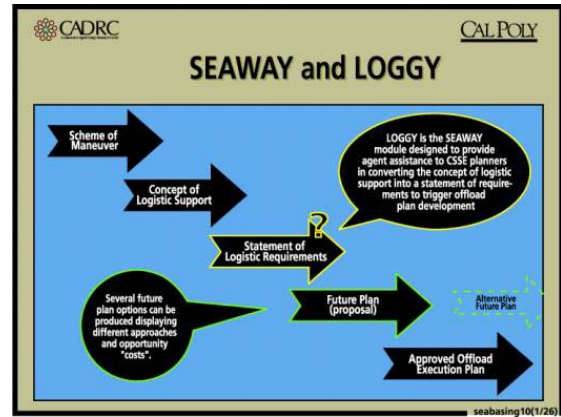


SEAWAY/LOGGY Version 2.0

Purpose: Provide an adaptive tool for translating courses of action into statements of logistics requirements and Combat Service Support offload plans for use in wargaming and concept assessment.

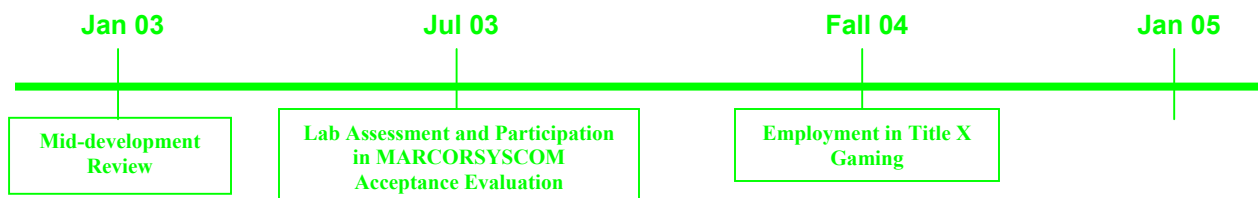
Background: To transition from *seminar wargaming* to computer assisted *analytic wargaming* requires tools to bring precision to discussion of future concepts. This specifically includes feasibility of seabased EMW/STOM concepts in order to identify the assets and quantities required for operational frames. Additionally, SEAWAY/LOGGY provides an adaptive C2 capability to execute the logistic planning, monitoring, and continuous in-stride re-planning vital to successfully executing sea based sustainment.



Description: SEAWAY/LOGGY is a prototype adaptive logistic C2 system developed under ONR/MARCORSYSCOM with specific wargaming and assessment features for the Lab and Wargaming Division. It employs intelligent agent technology to manipulate information and data for logistic planning and execution. SEAWAY's software agents assist wargame staffs or capability assessors to develop logistics requirements for given schemes of maneuver, and to assess the risk and feasibility of courses of action. But, unlike most current systems, the creation of an offload plan to support the JTF from the sea base is only the first step. As information is received highlighting changes in the operational, the weather, or the inventory picture, SEAWAY continuously modifies the plan and creates follow-on sequels for staff review. SEAWAY/LOGGY can be artificially stimulated with situational inputs in order to produce alerts, warnings, implications, and option comparisons. Equipped with a gaming interface, SEAWAY offers an integrated synthetic maritime expeditionary environment. It is a near real time operational framework in which weather, operational picture, inventory, and forces can be manipulated individually or collectively at the same time. It is also allows introduction of virtual systems such as a new ship or helicopter to assess impact and value.

Deliverable Products: Version 2.0 software for continued use as a wargaming and concept assessment tool.

Milestones:



Action Officer: Major Dean Kleveno 784-6881